CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

Barbarian

PRIMAL PATH

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR
MEDIUM ARMOUR
HEAVY ARMOUR
SIMPLE WEAPONS
MARTIAL WEAPONS
SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used Total

d12

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

RAGE

Used Total

DAMAGE

BRUTAL CRITICAL

ADDITIONAL COMBAT FEATURES

RAGE — LEVEL 1

You can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:
- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage equal to your Rage Damage.
- You have resistance to bludgeoning, piercing, and slashing damage.

You can't cast spells or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature or taken damage since your last turn. You can also end your rage on your turn as a bonus action.

UNARMOURED DEFENCE — LEVEL 1

Your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier when you are not wearing armour. You can still use a shield.

RECKLESS ATTACK — LEVEL 2

When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DANGER SENSE — LEVEL 2

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

PRIMAL PATHFEATURE — LEVEL 3

EXTRA ATTACK — LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

FAST MOVEMENT — LEVEL 5

PRIMAL PATH FEATURE — LEVEL 6

Your speed increases by 10 feet while you aren't wearing heavy armor.

FERAL INSTINCTS — LEVEL 7

You have advantage on initiative rolls. If you are surprised but aren't incapacitated you can act normally on your turn, but only if you enter a rage before doing anything else.

BRUTAL CRITICAL — LEVEL 9

You roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. You roll two additional dice at 13th level and three at 17th level.

PRIMAL PATH FEATURE — LEVEL 10

RELENTLESS RAGE — LEVEL 11

If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

PRIMAL PATH FEATURE — LEVEL 14

PERSISTENT RAGE — LEVEL 15

Your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

INDOMITABLE MIGHT — LEVEL 18

If your total for a Strength check is less than your Strength score, you can use that score in place of the total.

PRIMAL CHAMPION — LEVEL 20

Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.